Introduction to "Hawaiian Odyssey" Scenery Adventure

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"Hawaiian Odyssey" Scenery Adventure covers the nine major islands of the volcanic island chain in great detail. Downtown Honolulu and Pearl Harbor on the island of Oahu are exactingly recreated. Flying into the crater of Mauna Loa, one of Hawaii's most volatile volcanoes, is exhilarating and perfectly safe! "Hawaiian Odyssey" also includes several examples of experimental scenery, and a brand new scenery adventure where you must follow a number of clues scattered about the islands to locate a hidden treasure. The following notes and recommendations will help you explore these scenery areas and get you started on your quest to find the secret jewel of the goddess Pele. Good hunting!

Hawaiian Islands

The distance from the eastern tip of Hawaii (also known as the Big Island) to the west side of Niihau is about 380 statute miles. The island scenery on this disk is located roughly in the proper direction from the North American continent but, because of a limitation in the coordinate system, the islands are about 750 statute miles closer to the west coast than the actual distance of 2,350 miles.

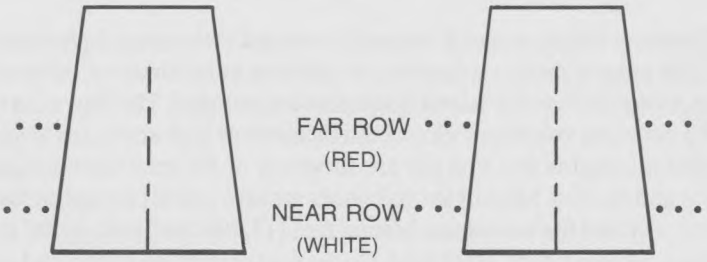
Hawaii's natural beauty makes it the perfect area for both visual flight sight-seeing and VFR or IFR cross-country navigation. In addition to hundreds of miles of intriguing shoreline, many of the major island mountains are included. The Hawaiian islands were formed by undersea volcanoes which built themselves high above sea level, so the land masses and mountains that you see are survivors of the long slow struggle between volcanism and erosion. Most of the volcanoes are now extinct except on the Big Island, where you will find the mountains Mauna Kea (13,796 feet) and, on the southern half of the island, Mauna Loa (13,677 feet). On the southeast slope of Mauna Loa is Kilauea (4,090 feet).

"Island-hopping" is a great way to spend some time exploring this tropical paradise. The Hawaiian islands contain a total of 26 airports and airstrips, almost all that are represented on the November 1988 NOAA sectional area chart. Many airports have a Visual Approach Slope Indicator (VASI) landing light system. Improved runways feature threshold markings, fixed distance markers and touchdown zone markers with dimensions and placement to FAA specifications. Numerous ILS, VOR and NDB navaids are available for instrument navigation.

VASI Landing Light System

The VASI (Visual Approach Slope Indicator) light system consists of two rows of lights at the near end of a runway that are used to keep the pilot on the correct glideslope during a landing approach. VASI functions in much the same way as the glideslope portion of an ILS, but it is a visual system rather than a radio signal. All you have to do is watch two rows of lights to make sure that your approach angle is within the prescribed limits. You'll really appreciate this feature if you've ever had trouble landing Flight Simulator due to poor glidepath control.

When coming in for a landing at a runway equipped with VASI, the two rows of VASI lights turn white or red depending on whether your landing approach is too high or too low (see illustration below). To stay on the correct approach angle (3 degrees +/- .25 degrees) just keep the far row(s) of lights red and the near row(s) white. The far row is set to change color at 3.25 degrees and the near row is set to change color at 2.75 degrees. If you are above the angle set for a row of lights, that row will appear white. Below the angle for a given row the lights change to red. You can remember this by the rhyme "red over white is alright, red over red you're dead".



VASI lights are only available when using "Hawaiian Odyssey" Scenery Adventure with the following software/system configurations:

SubLOGIC Flight Simulator II (Amiga and Atari ST)
Microsoft Flight Simulator Version 3.0 (IBM PC)
Microsoft Flight Simulator (Macintosh)

Supported Instrument Approach Procedures

Many airports on "Hawaiian Odyssey" Scenery Adventure support instrument approaches of one kind or another. These airports are listed on the Hawaii Area Chart included with the package. For additional instrument approach procedure information, please contact SubLOGIC.

Experimental Scenery

Kilauea is located on the southeast slope of Mauna Loa on the Big Island. If you fly into the main crater, or caldera, of Kilauea you will be thrown into an instantaneous space/time warp. You will be transported to the opposite end of the island chain where you may find a late seventeenth-century Barkentine ship. Use slew mode (if available) to get a better look.

Make a slow descent into the caldera at the summit of Mauna Loa and you will be transported to a wasteland containing the Seven Portals, each leading to a different alternate reality. Beyond these Portals you may find a kitchen that is about four miles wide, a piano with an 8,000-foot keyboard/runway, a city where concepts like up and down are not necessarily what you are accustomed to, and much more.

Scenery Adventure

Locating the secret jewel of the goddess Pele from the cockpit of your aircraft isn't easy. You must find and follow a set of clues scattered about the islands that, with luck, will guide you to your goal.

The treasure hunt starts at General Lyman Field near the city of Hilo on the Big Island. To begin the hunt, taxi or slew your aircraft through the big square box with the X in it at the airport. A series of large arrows will appear on the ground. You must fly in the direction indicated by these arrows. Additional arrows will appear to guide you across the islands. These arrows flash red/white from a distance and are solid white up close. Some segments of your journey will take longer than others before the next arrow becomes visible.

This treasure hunt takes roughly one hour to fly from start to finish at jet aircraft speeds (gear and flaps up, 350-400 knots), longer if flying a single-engine airplane, or about fifteen minutes in slew mode. If you want to stop before completing the journey and resume it at a later time, there are several X-marked start boxes available along the route. Save mode locations at or near these boxes to more easily pick up the hunt where you left off. These start boxes can be found at the following coordinate locations:

X-Marked Start Box Locations

Island	Airport	Coordinates	
Big Island	General Lyman Field	12707N	62095E
Maui	Kahului	13205N	61527E
Molokai	Molokai	13320N	61252E
Oahu	MCAS Kaneohe Bay	13444N	60985E
Kauai	Lihue	13685N	60354E

Tips

If your flight simulation program lets you adjust 3D-window field of view, try zooming out one step (wide angle) from the normal view setting when exploring the "Hawaiian Odyssey" scenery areas. With some practice you will become accustomed to flying this way and notice that a wider field of view has the effect of emulating peripheral vision. This is especially useful in some of the experimental scenery areas, where it gives you a better sense of motion and aids "seat of the pants" flying.

Many areas throughout the SubLOGIC scenery "world" are fun to explore at different times of day, dusk/dawn, or night. Dusk and dawn in particular usually provide the best color combinations for spectacular sight-seeing. The volcanoes on the Big Island can be viewed to best effect by flying over them at dusk or dawn to enhance the view of the craters' lava flows.

"Hawaiian Odyssey" scenery was developed on an 8MHz IBM-compatible 286 computer with EGA graphics card and monitor running Microsoft Flight Simulator Version 3.0. The package screen photos were taken in high-resolution 640x400 16-color EGA display mode. To most fully enjoy the many features and details incorporated into these disk files, we recommend that you run "Hawaiian Odyssey" Scenery Adventure in this software/system configuration.

Experimental Scenery Locations

While every effort has been made to make this Scenery Adventure as functional as possible on all software/system configurations, some SubLOGIC flight simulations do not support the instant transporter function. All experimental scenery is still available, even if you are unable to transport directly to it, and may be found at the following coordinate locations:

Scenery	Coordinates		
Portals, Tunnel Entrance	16409N	16377E	Alt. 5000'
Pyramids of Egypt	16179N	16482E	
Piano Fortissimo	16318N	16378E	
Big Kitchen	16362N	16386E	
Vertical Horizon	16409N	16451E	
Skyports	16186N	16674E	Alt. 3900'
1690 Barkentine Ship	13684N	60128E	
Giant Sailplane over Maui	13084N	61571E	Alt. 7900'
Trees	16174N	16276E	
(available on IBM Microsoft FS3 only)			
Fortress Pyramid	6382N	16386E	
(available on IBM Microsoft FS3 only)			

Note to IBM Microsoft Flight Simulator Version 3.0 Users

This "Hawaiian Odyssey" Scenery Adventure disk contains a new version of the CONVERTS.EXE program used to convert scenery data into a scenery file. The new CONVERTS program is compatible with the original version located on the first FS3 disk, and may be used in place of the original CONVERTS.EXE program to convert any Scenery Disk/Adventure into a scenery file. It may be copied onto the first FS3 disk (or onto the hard drive FS3 subdirectory). If you have been having trouble using the Automatic Scenery Load option (especially with Scenery Disk #9), then use the new version of CONVERTS.EXE included on this disk and reconvert all of your Scenery Disks to scenery files.

When using the CONVERTS program to convert "Hawaiian Odyssey" to a scenery file, choose option M, type HAW when prompted for an identifier, and specify 242 as the number of the last block to be converted.

Special thanks to Wil Zehr for Hawaii photos.
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